

ROBOTICS

CHAPTER 3: SPATIAL DESCRIPTIONS AND TRANSFORMATIONS

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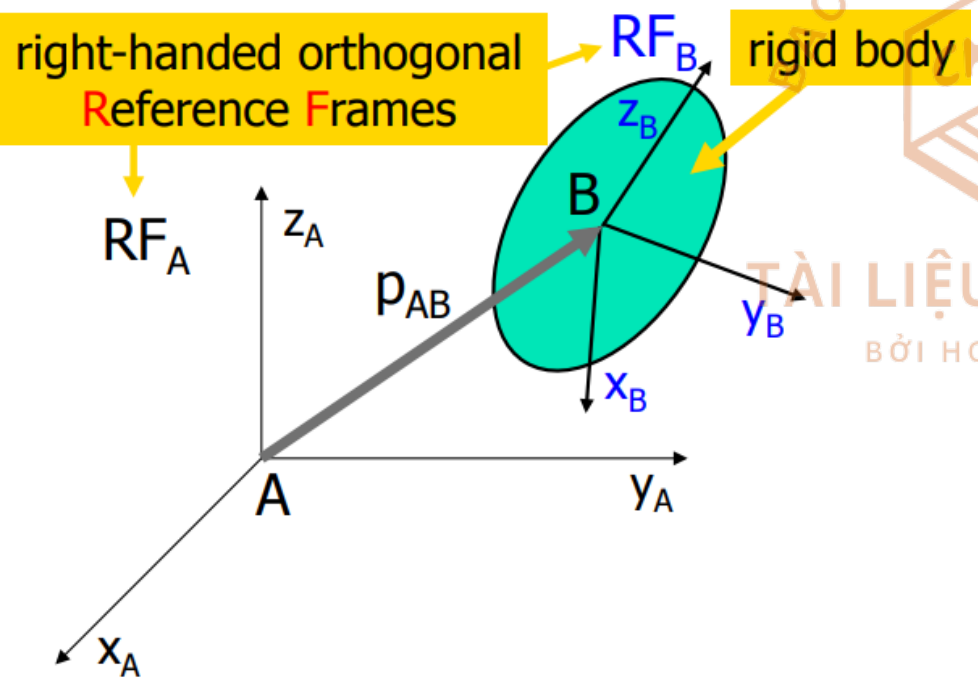
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3.1 POSITION AND ORIENTATION OF RIGID BODIES

■ POSE OF RIGID BODY

- ❖ A rigid body is completely described in space by its **position** and **orientation** (in brief **pose**) with respect to a reference frame.



Position of a point B on the rigid body with respect to the coordinate frame $A(RF_A)$:

$${}^A P_{AB} = \begin{bmatrix} p_x \\ p_y \\ p_z \end{bmatrix}$$

Orientation: orthonormal 3x3 matrix

$${}^A R_B = \begin{bmatrix} {}^A X_B & {}^A Y_B & {}^A Z_B \\ X_B \cdot X_A & Y_B \cdot X_A & Z_B \cdot X_A \\ X_B \cdot Y_A & Y_B \cdot Y_A & Z_B \cdot Y_A \\ X_B \cdot Z_A & Y_B \cdot Z_A & Z_B \cdot Z_A \end{bmatrix}$$

Direction cosine of X_B w.r.t X_A

- $X_A, Y_A, Z_A(X_B, Y_B, Z_B)$: unit vectors(with unitary norm) of $RF_A(RF_B)$

3.1 POSITION AND ORIENTATION OF RIGID BODIES

■ ROTATION MATRIX

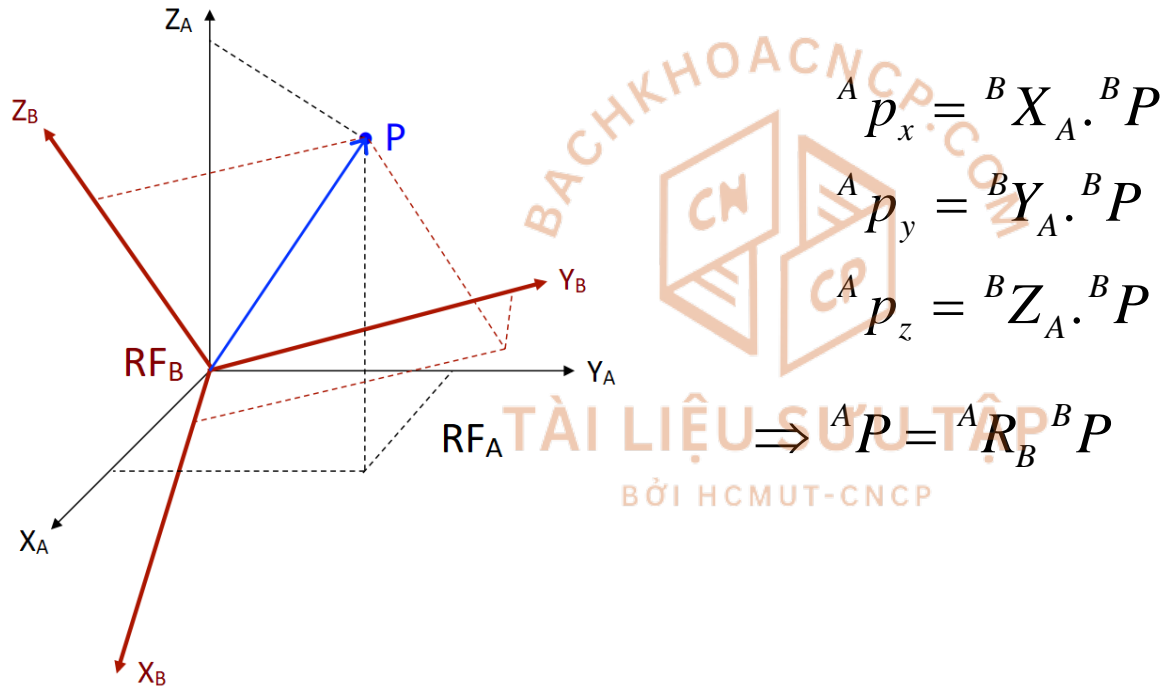
$${}^A R_B = \begin{bmatrix} {}^A X_B & {}^A Y_B & {}^A Z_B \end{bmatrix} = \begin{bmatrix} {}^B X_A^T \\ {}^B Y_A^T \\ {}^B Z_A^T \end{bmatrix} = {}^B R_A^T$$
$${}^A R_B^T {}^A R_B = \begin{bmatrix} {}^A X_B^T \\ {}^A Y_B^T \\ {}^A Z_B^T \end{bmatrix} \begin{bmatrix} {}^A X_B & {}^A Y_B & {}^A Z_B \end{bmatrix} = I_3$$

I_3 is the 3x3 identity matrix. Hence:

$${}^A R_B = {}^B R_A^T = {}^B R_A^{-1}$$

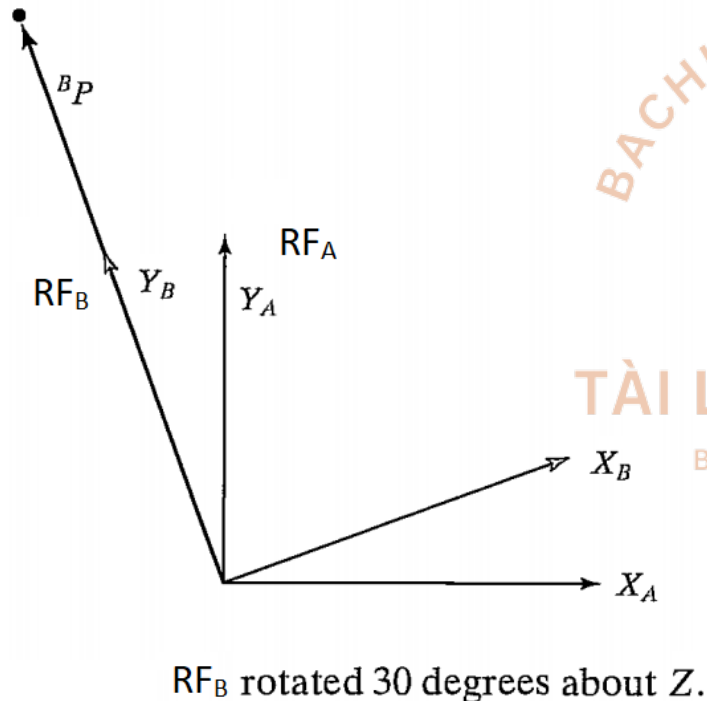
3.2 MAPPINGS: CHANGING FROM FRAME TO FRAME

■ MAPPING INVOLVING ROTATED FRAME



3.2 MAPPINGS: CHANGING FROM FRAME TO FRAME

■ MAPPING INVOLVING ROTATED FRAME



Example 1:

RF_B is rotated relative to RF_A about Z_A by 30 degree.

Given ${}^B P = [0.0 \quad 3.0 \quad 0.0]^T$

Question:

- Determine the direction of Z_B
- Calculate ${}^A P$

Solution:

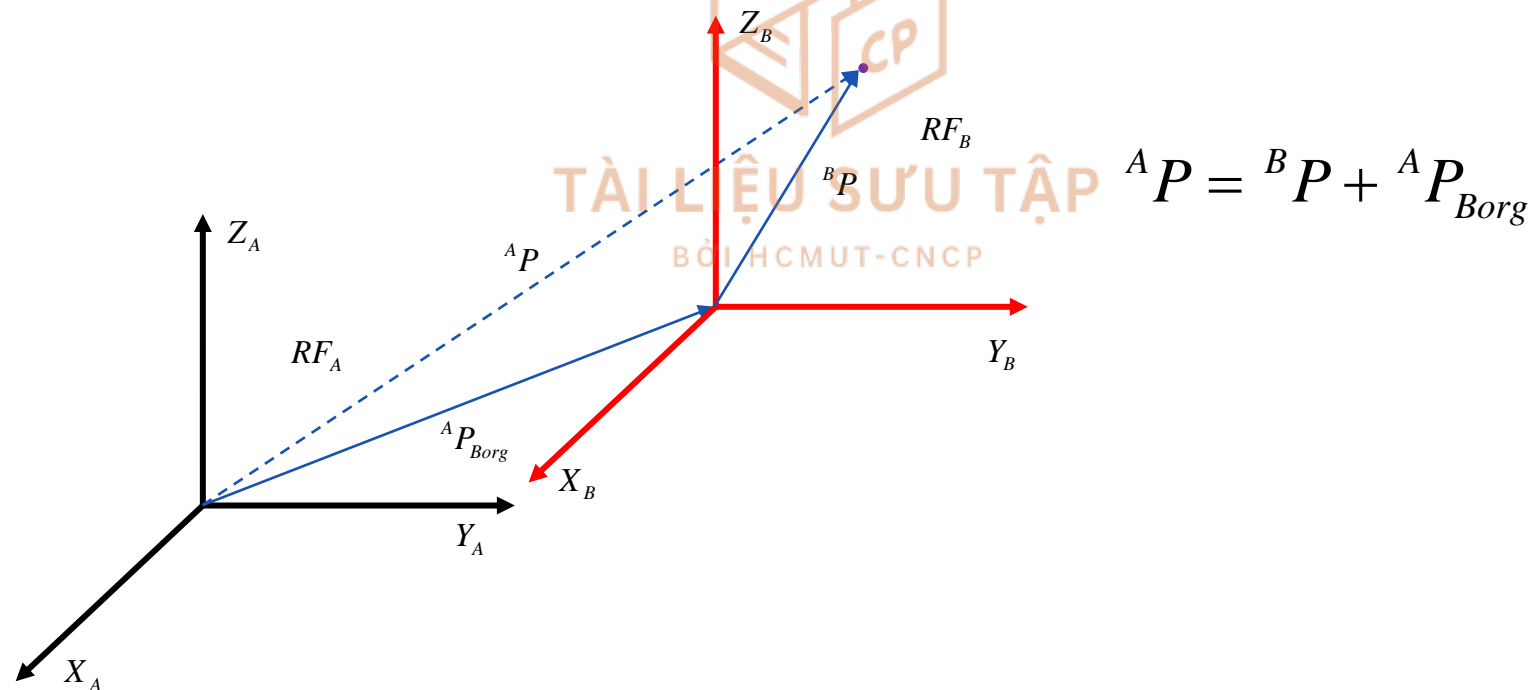
$${}^A R_B = \begin{bmatrix} 0.866 & -0.500 & 0.000 \\ 0.500 & 0.866 & 0.000 \\ 0.000 & 0.000 & 1.000 \end{bmatrix}$$

$${}^A P = {}^A R_B {}^B P = \begin{bmatrix} -1.500 \\ 2.598 \\ 0.000 \end{bmatrix}$$

3.2 MAPPINGS: CHANGING FROM FRAME TO FRAME

■ MAPPING INVOLVING TRANSLATED FRAME

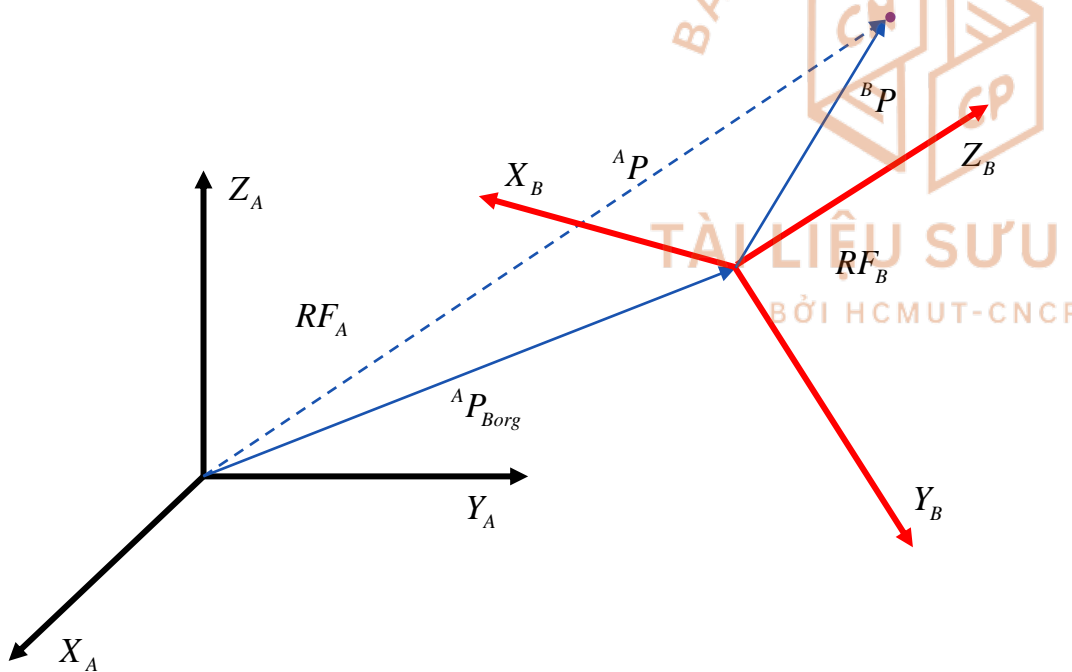
- A position defined by the vector ${}^B P$.
- RF_A has the same orientation as RF_B .
- RF_B differs from RF_A only by a translation, which is given by ${}^A P_{Borg}$, a vector that locates the origin of RF_B relative to RF_A .



3.2 MAPPINGS: CHANGING FROM FRAME TO FRAME

■ MAPPING INVOLVING GENERAL FRAME

- A position defined by the vector ${}^B P$.
- RF_B is rotated with respect to RF_A , as described by ${}^A R_B$
- ${}^A P_{Borg}$ is the vector that locates RF_B 's origin



$${}^A P = {}^A R_B {}^B P + {}^A P_{Borg}$$

3.2 MAPPINGS: CHANGING FROM FRAME TO FRAME

■ MAPPING INVOLVING GENERAL FRAME

Example 2:

RF_B is rotated relative to RF_A about Z_A by 30 degree, translated 12 units in X_A , and translate 8 units in Y_A

Given ${}^B P = [5.0 \quad 9.0 \quad 0.0]^T$

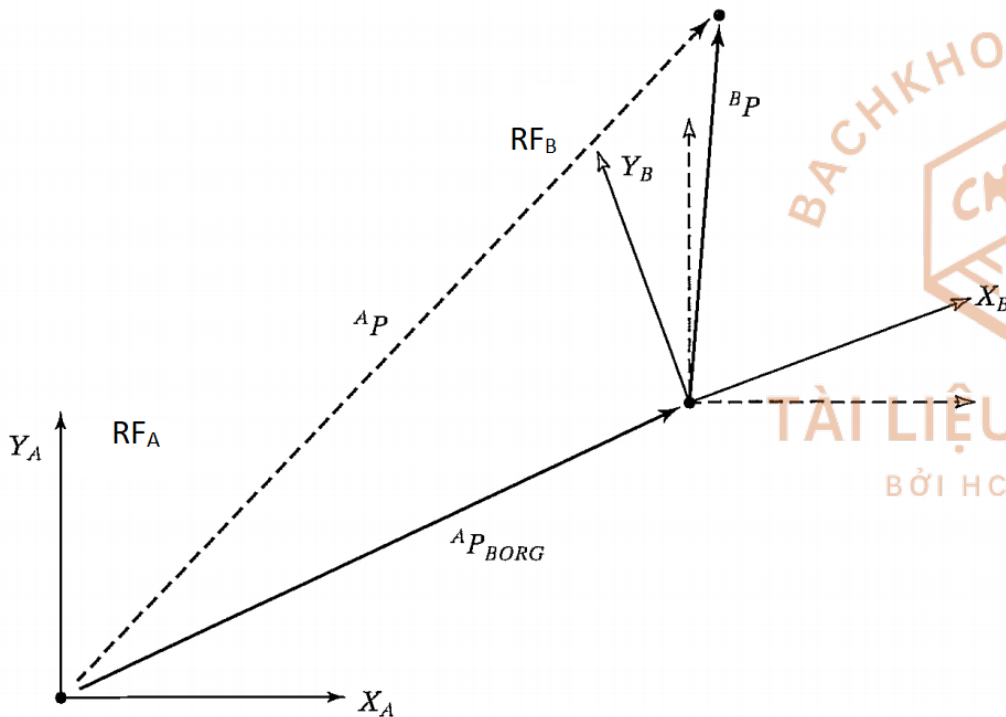
Question:

- Calculate ${}^A P$

$${}^A R_B = \begin{bmatrix} 0.866 & -0.500 & 0.000 \\ 0.500 & 0.866 & 0.000 \\ 0.000 & 0.000 & 1.000 \end{bmatrix}$$

$${}^A P_{Borg} = [12 \quad 8 \quad 0]^T$$

$${}^A P = {}^A R_B {}^B P + {}^A P_{Borg} = [11.830 \quad 18.294 \quad 0.000]^T$$



3.2 MAPPINGS: CHANGING FROM FRAME TO FRAME

■ HOMOGENEOUS TRANSFORM

$${}^A P = {}^A R_B {}^B P + {}^A P_{Borg}$$

$$\Rightarrow \begin{bmatrix} {}^A P \\ 1 \end{bmatrix} = \begin{bmatrix} {}^A R_B & {}^A P_{Borg} \\ 0 & 1 \end{bmatrix} \begin{bmatrix} {}^B P \\ 1 \end{bmatrix}$$

$$\Rightarrow {}^A T_B = \begin{bmatrix} {}^A R_B & {}^A P_{Borg} \\ 0 & 1 \end{bmatrix}$$

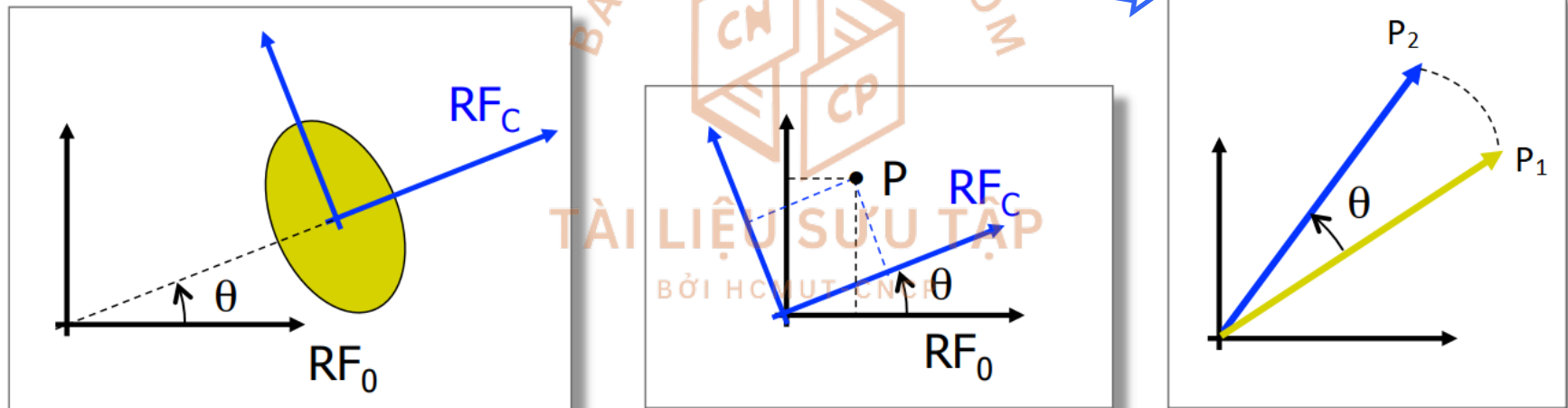
${}^A T_B$ is called a homogeneous transform

3.3 OPERATORS: TRANSLATIONS, ROTATIONS, TRANSFORMATIONS

■ ROTATIONAL OPERATORS

- Operates on a **vector** ${}^A P_1$ and changes that vector to ${}^A P_2$, by means of a rotation R

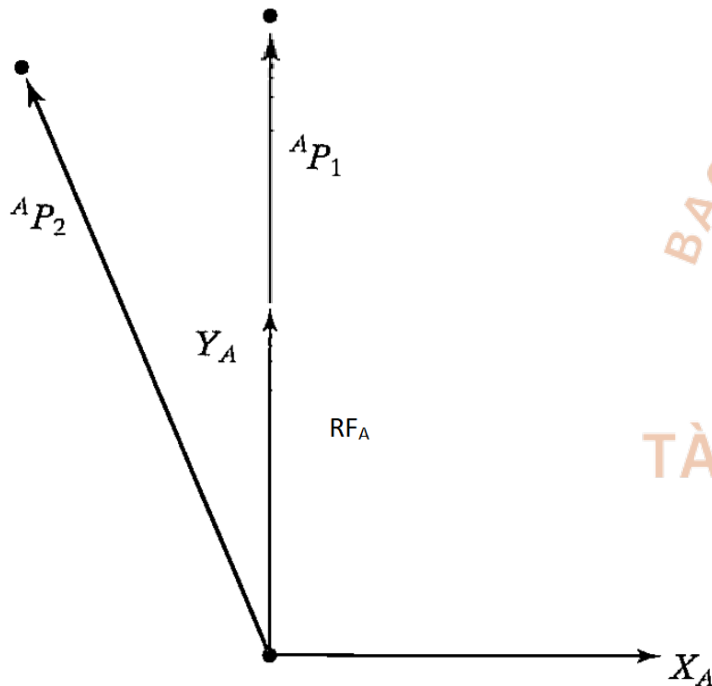
$${}^A P_2 = R {}^A P_1$$



The rotation matrix that rotates vectors through some rotation, R , is the same as the rotation matrix that describes a frame rotated by R relative to the reference frame

3.3 OPERATORS: TRANSLATIONS, ROTATIONS, TRANSFORMATIONS

■ ROTATIONAL OPERATORS



Example 3:

${}^A P_1$ is rotated about Z_A by 30 degree.

Given ${}^A P_1 = [0.0 \quad 3.0 \quad 0.0]^T$

Question:

- Determine the direction of Z_A
- Calculate ${}^A P_2$

Solution:

$$R_Z(30.0) = \begin{bmatrix} 0.866 & -0.500 & 0.000 \\ 0.500 & 0.866 & 0.000 \\ 0.000 & 0.000 & 1.000 \end{bmatrix}$$

$${}^A P_2 = R_Z(30.0) {}^A P_1 = \begin{bmatrix} -1.500 \\ 2.598 \\ 0.000 \end{bmatrix}$$

3.3 OPERATORS: TRANSLATIONS, ROTATIONS, TRANSFORMATIONS

■ TRANSLATIONAL OPERATORS

- ${}^A P_1$ is translated by a vector ${}^A Q$
- The result of the operation is a new vector ${}^A P_2$

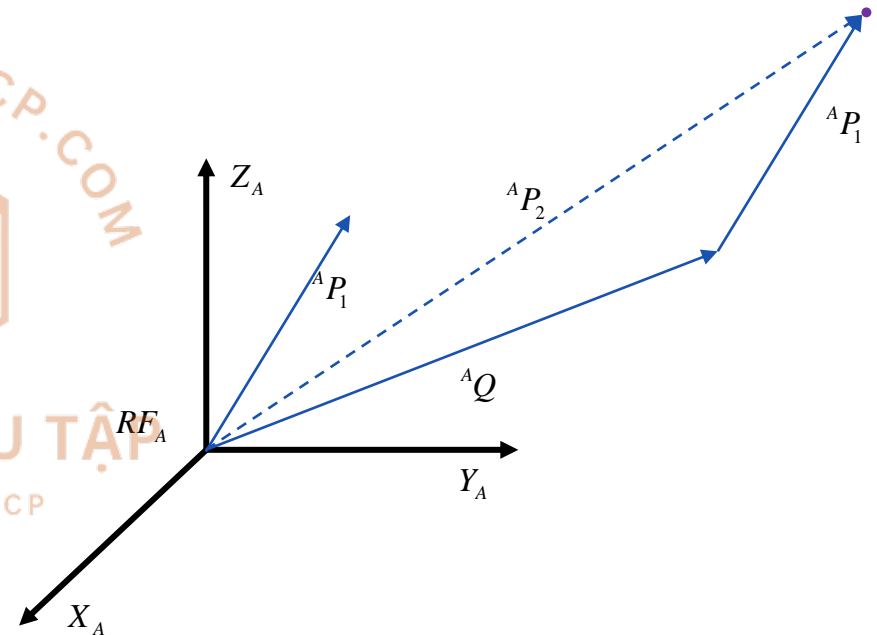
$${}^A P_2 = {}^A P_1 + {}^A Q$$

- Translation operation as a matrix operator:

$${}^A P_2 = D_Q(q) {}^A P_1$$

- D_Q is homogeneous transform of a simple form:

$$D_Q(q) = \begin{bmatrix} 1 & 0 & 0 & q_x \\ 0 & 1 & 0 & q_y \\ 0 & 0 & 1 & q_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$



3.3 OPERATORS: TRANSLATIONS, ROTATIONS, TRANSFORMATIONS

■ TRANSFORMATION OPERATORS

- The operator T rotates and translates a vector ${}^A P_1$ to compute a new vector:

$${}^A P_2 = T {}^A P_1$$

The transform that rotates by R and translates by Q is the same as the transform that describes a frame rotated by R and translated by Q relative to the reference frame.

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BỞI HCMUT-CNCP

3.3 OPERATORS: TRANSLATIONS, ROTATIONS, TRANSFORMATIONS

■ TRANSFORMATION OPERATORS

Example 4:

${}^A P_1$ is rotated about Z_A by 30 degree, translated 12 units in X_A , and translate 8 units in Y_A

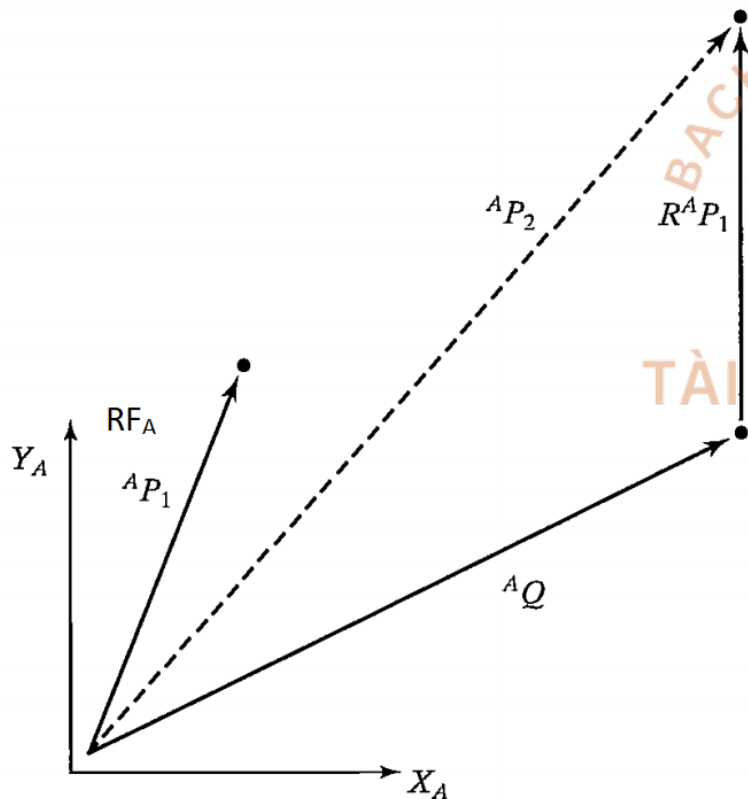
Given ${}^A P_1 = [5.0 \quad 9.0 \quad 0.0]^T$

Question:

- Calculate ${}^A P_2$

$$T = \begin{bmatrix} 0.866 & -0.500 & 0.000 & 12.0 \\ 0.500 & 0.866 & 0.000 & 8.0 \\ 0.000 & 0.000 & 1.000 & 0.0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^A P_2 = T {}^A P_1 = [11.830 \quad 18.294 \quad 0.000]^T$$



3.4 TRANSFORMATION ARITHMETIC

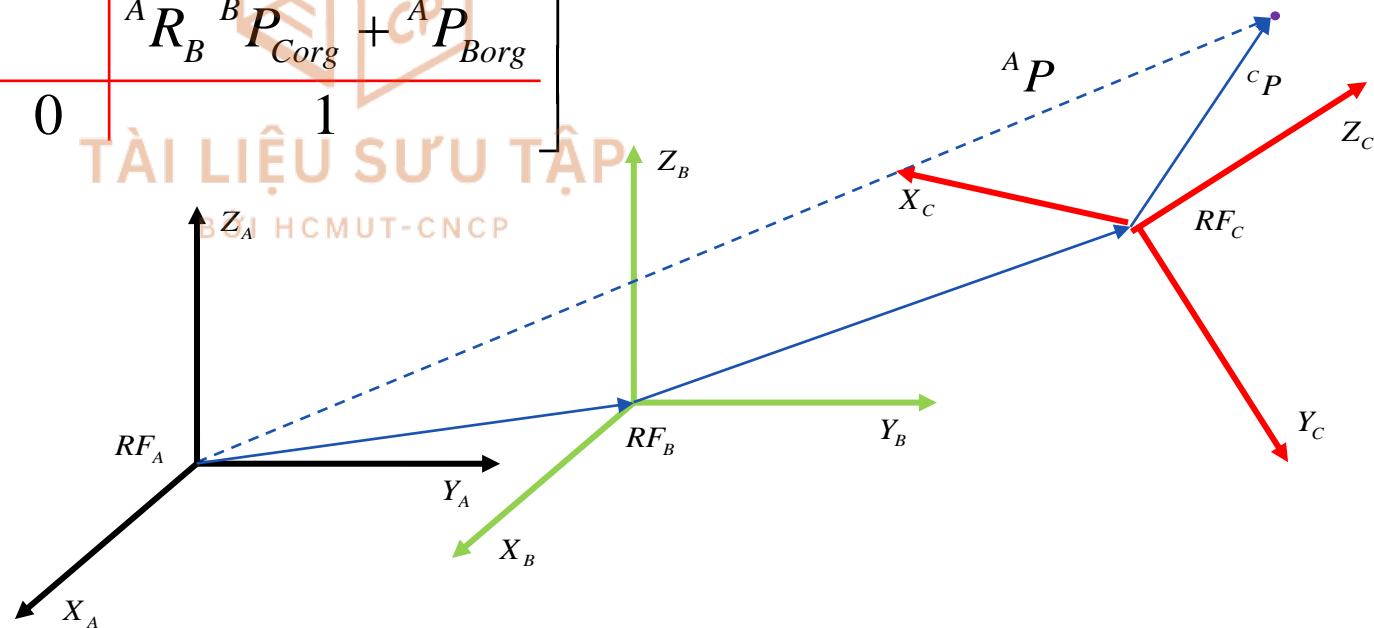
■ COMPOUND TRANSFORMATIONS

RF_C is known relative to RF_B , and RF_B is known relative to RF_A

Transform ${}^C P$ into ${}^B P$: ${}^B P = {}^B T_C {}^C P$

Transform ${}^B P$ into ${}^A P$: ${}^A P = {}^A T_B {}^B P = {}^A T_B {}^B T_C {}^C P = {}^A T_C {}^C P$

$${}^A T_C = \left[\begin{array}{ccc|c} {}^A R_B & {}^B R_C & {}^A R_B {}^B P_{Corg} + {}^A P_{Borg} & 1 \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$



3.4 TRANSFORMATION ARITHMETIC

■ INVERTING A TRANSFORM

RF_B is known with respect to RF_A - that is, we know ${}^A T_B$

$${}^A T_B = \left[\begin{array}{ccc|c} {}^A R_B & & & {}^A P_{Borg} \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

To find ${}^B T_A$, we must compute ${}^B R_A$ and ${}^B P_{Aorg}$ from ${}^A R_B$ and ${}^A P_{Borg}$

$${}^B R_A = {}^A R_B^T$$

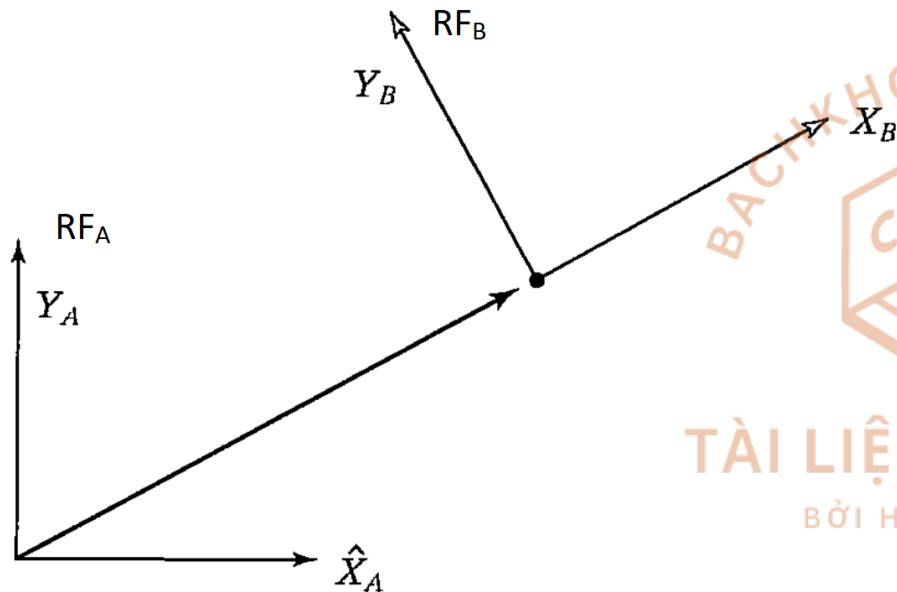
$${}^B \left({}^A P_{Borg} \right) = {}^B R_A {}^A P_{Borg} + {}^B P_{Aorg}$$

$$\Rightarrow {}^B P_{Aorg} = - {}^B R_A {}^A P_{Borg} = - {}^A R_B^T {}^A P_{Borg}$$

$${}^B T_A = \left[\begin{array}{ccc|c} {}^A R_B^T & & & - {}^A R_B^T {}^A P_{Borg} \\ \hline 0 & 0 & 0 & 1 \end{array} \right]$$

3.4 TRANSFORMATION ARITHMETIC

■ INVERTING A TRANSFORM



Example 5:

RF_B is rotated to RF_A about Z_A by 30 degrees
And translated 5 units in X_A and 4 units in Y_A

Question: find ${}^B T_A$

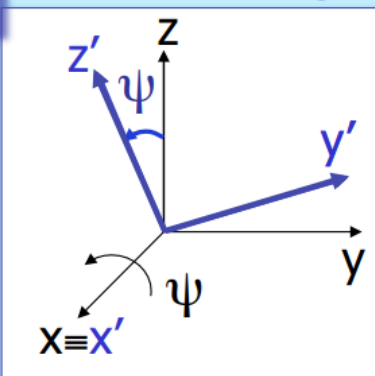
$${}^A T_B = \begin{bmatrix} 0.866 & -0.500 & 0.000 & 5.0 \\ 0.500 & 0.866 & 0.000 & 4.0 \\ 0.000 & 0.000 & 1.000 & 0.0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\Rightarrow {}^B T_A = \begin{bmatrix} 0.866 & 0.500 & 0.000 & -6.330 \\ -0.500 & 0.866 & 0.000 & -0.964 \\ 0.000 & 0.000 & 1.000 & 0.000 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

3.5 MORE ON REPRESENTATION OF ORIENTATION

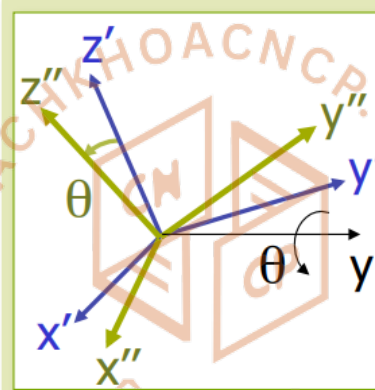
■ X-Y-Z FIXED ANGLES(ROLL-PITCH-YAW ANGLES)

1 ROLL



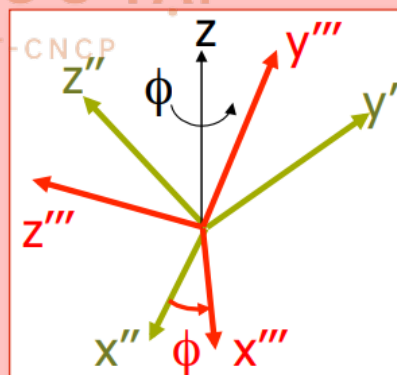
$R_x(\psi) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \psi & -\sin \psi \\ 0 & \sin \psi & \cos \psi \end{bmatrix}$

2 PITCH



$C_1 R_Y(\theta) C_1^T$
with $R_Y(\theta) = \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{bmatrix}$

3 YAW



$C_2 R_Z(\phi) C_2^T$
with $R_Z(\phi) = \begin{bmatrix} \cos \phi & -\sin \phi & 0 \\ \sin \phi & \cos \phi & 0 \\ 0 & 0 & 1 \end{bmatrix}$

Each of the three rotations takes place about an axis in the fixed reference frame

3.5 MORE ON REPRESENTATION OF ORIENTATION

■ X-Y-Z FIXED ANGLES(ROLL-PITCH-YAW ANGLES)

- Direct problem: Given ψ, θ, ϕ . Find R

$$\begin{aligned} {}^A_B R_{XYZ}(\psi, \theta, \phi) &= R_Z(\phi) R_Y(\theta) R_X(\psi) \\ &= \begin{bmatrix} c\phi & -s\phi & 0 \\ s\phi & c\phi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c\theta & 0 & s\theta \\ 0 & 1 & 0 \\ -s\theta & 0 & c\theta \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & c\psi & -s\psi \\ 0 & s\psi & c\psi \end{bmatrix} \\ &= \begin{bmatrix} c\phi c\theta & c\phi s\theta s\psi - s\phi c\psi & c\phi s\theta c\psi + s\phi s\psi \\ s\phi c\theta & s\phi s\theta s\psi + c\phi c\psi & s\phi s\theta c\psi - c\phi s\psi \\ -s\theta & c\theta s\psi & c\theta c\psi \end{bmatrix} \end{aligned}$$

3.5 MORE ON REPRESENTATION OF ORIENTATION

■ X-Y-Z FIXED ANGLES(ROLL-PITCH-YAW ANGLES)

- Inverse problem: Given R. Find ψ, θ, ϕ

$${}^A_B R_{XYZ}(\psi, \theta, \phi) = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} = \begin{bmatrix} c\phi c\theta & c\phi s\theta s\psi - s\phi c\psi & c\phi s\theta c\psi + s\phi s\psi \\ s\phi c\theta & s\phi s\theta s\psi + c\phi c\psi & s\phi s\theta c\psi - c\phi s\psi \\ -s\theta & c\theta s\psi & c\theta c\psi \end{bmatrix}$$

$$\left. \begin{array}{l} r_{32}^2 + r_{33}^2 = (c\theta)^2 \\ r_{31} = -s\theta \end{array} \right\} \Rightarrow \theta = ATAN2\left(-r_{31}, \pm \sqrt{r_{32}^2 + r_{33}^2}\right)$$

$$\left. \begin{array}{l} \text{If } r_{32}^2 + r_{33}^2 \neq 0 \text{ (i.e., } c\theta \neq 0) \\ r_{32} / c\theta = s\psi, r_{33} / c\theta = c\psi \end{array} \right\} \Rightarrow \psi = ATAN2(r_{32} / c\theta, r_{33} / c\theta)$$

$$\phi = ATAN2(r_{21} / c\theta, r_{11} / c\theta)$$

- If $\theta = 90^\circ$: $\phi = 0.0$; $\psi = ATAN2(r_{12}, r_{22})$
- If $\theta = -90^\circ$: $\phi = 0.0$; $\psi = -ATAN2(r_{12}, r_{22})$

3.5 MORE ON REPRESENTATION OF ORIENTATION

■ Z-X'-Z'' EULER ANGLES

1

Diagram 1: Rotation of the fixed reference frame (RF) by angle ϕ around the Z -axis to get the intermediate frame (RF'). The Z -axis is vertical, and the X -axis is horizontal. The X' axis is rotated by ϕ from the X axis. The Y' axis is perpendicular to the X' axis in the horizontal plane.

$$R_Z(\phi) = \begin{bmatrix} \cos \phi & -\sin \phi & 0 \\ \sin \phi & \cos \phi & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

2

Diagram 2: Rotation of the intermediate frame (RF') by angle θ around the X' axis to get the final frame (RF''). The Z' axis is vertical, and the X' axis is horizontal. The Z'' axis is rotated by θ from the Z' axis. The Y'' axis is perpendicular to the X' axis and Z'' axis.

$$R_{X'}(\theta) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{bmatrix}$$

3

Diagram 3: Rotation of the final frame (RF'') by angle ψ around the Z'' axis to get the final frame (RF'''). The Z'' axis is vertical, and the X'' axis is horizontal. The Z''' axis is rotated by ψ from the Z'' axis. The Y''' axis is perpendicular to the X'' axis and Z''' axis.

$$R_{Z''}(\psi) = \begin{bmatrix} \cos \psi & -\sin \psi & 0 \\ \sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Each rotation is performed about an axis of the moving system rather than one of the fixed reference

3.5 MORE ON REPRESENTATION OF ORIENTATION

■ Z-X'-Z'' EULER ANGLES

- Direct problem: Given ψ, θ, ϕ . Find R

$$\begin{aligned} {}^A_B R_{ZX'Z''}(\phi, \theta, \psi) &= R_Z(\phi) R_{X'}(\theta) R_{Z''}(\psi) \\ &= \begin{bmatrix} c\phi & -s\phi & 0 \\ s\phi & c\phi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & c\theta & -s\theta \\ 0 & s\theta & c\theta \end{bmatrix} \begin{bmatrix} c\psi & -s\psi & 0 \\ s\psi & c\psi & 0 \\ 0 & 0 & 1 \end{bmatrix} \\ &= \begin{bmatrix} c\phi c\psi - s\phi c\theta s\psi & -c\phi s\psi - s\phi c\theta c\psi & s\phi s\theta \\ s\phi c\psi + c\phi c\theta s\psi & -s\phi s\psi + c\phi c\theta c\psi & -c\phi s\theta \\ s\theta s\psi & s\theta c\psi & c\theta \end{bmatrix} \end{aligned}$$

The orientation of RF''' is the same that would be obtained with the sequence of rotations: ψ around Z, θ around X (fixed), ϕ around Z (fixed)

3.5 MORE ON REPRESENTATION OF ORIENTATION

■ Z-X'-Z'' EULER ANGLES

- Inverse problem: Given R. Find ψ, θ, ϕ

$${}^A_B R_{ZX'Z''}(\phi, \theta, \psi) = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} = \begin{bmatrix} c\phi c\psi - s\phi c\theta s\psi & -c\phi s\psi - s\phi c\theta c\psi & s\phi s\theta \\ s\phi c\psi + c\phi c\theta s\psi & -s\phi s\psi + c\phi c\theta c\psi & -c\phi s\theta \\ s\theta s\psi & s\theta c\psi & c\theta \end{bmatrix}$$

$$\left. \begin{array}{l} r_{13}^2 + r_{23}^2 = (s\theta)^2 \\ r_{33} = c\theta \end{array} \right\} \Rightarrow \theta = \text{ATAN2}\left(\pm\sqrt{r_{11}^2 + r_{21}^2}, r_{33}\right)$$

$$\left. \begin{array}{l} \text{If } r_{13}^2 + r_{23}^2 \neq 0 \text{ (i.e., } s\theta \neq 0) \\ r_{31} / s\theta = s\psi, r_{32} / s\theta = c\psi \end{array} \right\} \Rightarrow \psi = \text{ATAN2}(r_{31} / s\theta, r_{32} / s\theta)$$

$$\phi = \text{ATAN2}(r_{13} / s\theta, -r_{23} / s\theta)$$

- If $\theta = 0^\circ$: $\phi = 0.0$; $\psi = \text{ATAN2}(r_{21}, r_{11})$
- If $\theta = 180^\circ$: $\phi = 0.0$; $\psi = -\text{ATAN2}(-r_{21}, r_{11})$

EXERCISE

■ EXERCISE 1:

RF_B is rotated relative to RF_A about X_A by 60 degree.

Given

$${}^B P = [2.0 \quad 3.0 \quad 5.0]^T$$

Question:

- Calculate ${}^A P$

■ EXERCISE 2:

RF_B is rotated relative to RF_A about Y_A by 60 degree, translated 7 units in X_A , and translate 4 units in Y_A

Given ${}^B P = [3.0 \quad 5.0 \quad 8.0]^T$

Question:

- Calculate ${}^A P$

EXERCISE

■ EXERCISE 3:

${}^A P_1$ is rotated about X_A by 30 degree.

Given ${}^A P_1 = [6.0 \quad 5.0 \quad 7.0]^T$

Question:

- Calculate ${}^A P_2$

■ EXERCISE 4:

${}^A P_1$ is rotated about Y_A by 60 degree, translated 5 units in X_A , translate 3 units in Y_A , and translate 2 units in Z_A

Given ${}^A P_1 = [4.0 \quad 9.0 \quad 7.0]^T$

Question:

- Calculate ${}^A P_2$

EXERCISE

■ EXERCISE 5:

RF_B is rotated to RF_A about X_A by 45 degrees

And translated 2 units in X_A , 3 units in Y_A , and 4 units in Z_A

Question: find ${}^B T_A$



EXERCISE

■ EXERCISE 1:

RF_B is rotated relative to RF_A about X_A by 60 degree.

Given

$${}^B P = [2.0 \quad 3.0 \quad 5.0]^T$$

Question:

- Calculate ${}^A P$

Solution:

$${}^A R_B = \begin{bmatrix} 1.000 & 0.000 & 0.000 \\ 0.000 & 0.5000 & -0.866 \\ 0.000 & 0.866 & 0.500 \end{bmatrix}$$

$${}^A P = {}^A R_B {}^B P = \begin{bmatrix} 2.000 \\ -2.830 \\ 5.098 \end{bmatrix}$$

EXERCISE

■ EXERCISE 2:

RF_B is rotated relative to RF_A about Y_A by 60 degree, translated 7 units in X_A , and translate 4 units in Y_A

Given ${}^B P = [3.0 \quad 5.0 \quad 8.0]^T$

Question:

- Calculate ${}^A P$

Solution:

$${}^A R_B = \begin{bmatrix} 0.500 & 0.000 & 0.866 \\ 0.000 & 1.000 & 0.000 \\ -0.866 & 0.000 & 0.500 \end{bmatrix}$$

$${}^A P_{Borg} = [7.0 \quad 4.0 \quad 0.0]^T$$

$${}^A P = {}^A R_B {}^B P + {}^A P_{Borg} = [15.428 \quad 9.000 \quad 1.402]^T$$

EXERCISE

■ EXERCISE 3:

${}^A P_1$ is rotated about X_A by 30 degree.

Given ${}^A P_1 = [6.0 \quad 5.0 \quad 7.0]^T$

Question:

- Calculate ${}^A P_2$

Solution:

$$R_x(30.0) = \begin{bmatrix} 1.000 & 0.000 & 0.000 \\ 0.000 & 0.866 & -0.500 \\ 0.000 & 0.500 & 0.866 \end{bmatrix}$$

$${}^A P_2 = R_x(30.0) {}^A P_1 = \begin{bmatrix} 6.000 \\ 0.830 \\ 8.562 \end{bmatrix}$$

EXERCISE

■ EXERCISE 4:

${}^A P_1$ is rotated about Y_A by 60 degree, translated 5 units in X_A , translate 3 units in Y_A , and translate 2 units in Z_A

Given ${}^A P_1 = [4.0 \quad 9.0 \quad 7.0]^T$

Question:

- Calculate ${}^A P_2$

Solution:

$$T = \begin{bmatrix} 0.500 & 0.000 & 0.866 & 5.0 \\ 0.000 & 1.000 & 0.000 & 3.0 \\ -0.866 & 0.000 & 0.500 & 2.0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^A P_2 = T {}^A P_1 = [13.062 \quad 12.000 \quad 2.036]^T$$

EXERCISE

■ EXERCISE 5:

RF_B is rotated to RF_A about X_A by 45 degrees

And translated 2 units in X_A , 3 units in Y_A , and 4 units in Z_A

Question: find ${}^B T_A$

Solution:

$${}^A T_B = \begin{bmatrix} 1.000 & 0.000 & 0.000 & 2.0 \\ 0.000 & 0.707 & -0.707 & 3.0 \\ 0.000 & 0.707 & 0.707 & 4.0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{aligned} \Rightarrow {}^B T_A &= \begin{bmatrix} 1.000 & 0.000 & 0.000 & -2.0 \\ 0.000 & 0.707 & 0.707 & -4.94 \\ 0.000 & -0.707 & 0.707 & -0.707 \\ 0 & 0 & 0 & 1 \end{bmatrix} \end{aligned}$$